

# Dance Team Rules Book



**2022-2024**

**Minnesota State High School League**

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## Rules Book

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# Rules Book

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MSHSL member schools registered for dance team shall follow the Minnesota State High School League Dance Team Rules Book for the competitive season.

## Rule 1. THE COMPETITION, COMPETITIVE AREA, AND UNIFORMS

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### Section 1: The Competition

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**ART. 1.** For varsity level competitions, competing teams must have a minimum of 5 competitors, with a maximum of 34 competitors for the High Kick Division and a maximum of 26 competitors for the Jazz Division on the performance floor. The minimum and maximums are the same for all three classes. Note that these limits only apply to the Varsity level. This minimum and maximum requirement does not apply to the number of athletes on the roster/team. **PENALTY: The routine will not count as a meet and will not be scored.**

**ART. 2.** In dual meets, the home team shall compete first in the event.

**ART. 3.** In meets with five or more teams, no team shall compete first and/or last in Jazz or High Kick. Varsity and JV are considered separate teams.

**ART. 4.** Recorded musical accompaniment is required utilizing vocal and/or instrumental arrangements. A team may dance without musical accompaniment as a routine highlight but the majority of the routine must be accompanied by music. **PENALTY: Disqualification**

**ART. 5.** High Kick Requirements:

- a. High Kick routines must include 35-55 kicks above the waist performed by all of the team members. **PENALTY: for going over or under the kick requirements is one point per judge, per kick with a maximum penalty of 10 points per judge. The kick count that most benefits the team will be used.**
- b. One kick counter/timer is required at all High Kick meets with 1 - 4 routines. It is highly recommended to have two kick counter/timers at all High Kick meets.
- c. Two kick counter/timers, preferably trained, are required at all meets with 5 or more routines.
- d. Only kicks above the waist by all team members will be counted.
- e. A kick is defined as a leg extension above the waist without assistance of hands. Hinge (French), pendulum, and swing kicks are counted on each extension above the waist. Battements and kicks above the waist without preps are counted. Leg holds, tilts, layouts, waist-level kicks, leg extension from the floor, and footwork do not count as kicks, but these can be choreographed.
- f. Missed kicks or memory errors by one or more team members would still be included in the final kick count.

**ART. 6.** Jazz Requirements:

- a. Jazz routines may not include more than 5 kicks above the waist, performed by the entire team, while linked. **PENALTY: for going over the requirement will be a one point per judge, per kick deduction.**
- b. One kick counter/timer is required at all Jazz meets with 1 - 4 routines.
- c. Two kick counter/timers are required at all meets with 5 or more routines.
- d. A minimum of one pirouette must be performed in a Jazz routine, by the entire team at the same time. A pirouette is defined as a complete turn of the body on one foot in relevé. The working leg must be in passé. **PENALTY: If a pirouette is not performed and seen by the majority of officials, the routine will not count as a meet and will not be scored.**
- e. A minimum of one leap or jump must be performed in a Jazz routine, by the entire team, at the same time. **PENALTY: If a leap or jump is not performed and seen by the majority of officials, the routine will not count as a meet and will not be scored.**

**ART. 7. Time Requirements:**

- a. Timing and judging begins at the first beat of the music and will end with the last beat of the music.
- b. High Kick routines shall be two minutes and 15 seconds (2:15) to two minutes and 45 seconds (2:45).
- c. Jazz routines shall be two minutes (2:00) to two minutes and 30 seconds (2:30).

**PENALTY: Deductions for going over or under time are**

- 1 – 10 seconds    1 point per judge**
- 11– 20 seconds    2 points per judge**
- 21 – 30 seconds    3 points per judge**
- 31+ seconds        5 points per judge**

**Section 2: Competitive Area**

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**ART. 1.** It is recommended that the competitive area should be at least 84 feet by 50 feet. A basketball court is recommended.

**ART. 2.** The competitive area shall be a smooth surface.

**ART. 3.** It is required to use variable speed control sound equipment at all meets.

**Section 3: Uniforms and Equipment**

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**ART. 1.** Each athlete must participate while wearing the following pieces of properly fitted mandatory equipment:

- a. Uniforms cover the body; defined as the shoulders, trunk and briefs. Fabrics used directly on the body (shoulders, trunk, brief) must be opaque, but may be of any color. Opaque means not transparent, not able to be seen through. Any additional fabric layers on the body, or fabric on arms or legs can be sheer and may be any color. Sports bras must be worn – the bra must be a separate piece and cannot be “built-in.” All parts of the bra must be covered by opaque fabric; the bra must not be visible. Necklines must be modest and cannot reveal skin 2” below the sternal notch. Full shoulder blades cannot be exposed. Keyhole back may be used if bras are not visible and full shoulder blades are not exposed. School district administration and the head coach are responsible to ensure that uniforms are age appropriate and suitable for an educational environment. Coaches are responsible for style of uniforms, fit, and making sure that uniforms are compliant with these rules.
- b. Athletes shall not participate in bare feet. The entire sole of the foot must be covered.

**ART. 2.** Supplemental equipment must adhere to the following:

- a. No loose glitter, glitter gels, glitter sprays or any glitter product that sheds may be used or added to the uniform or dancer. Glitter slinky material is allowed if loose glitter has been shaken out and no longer sheds.
- b. Other substances including but not limited to rhinestones, sequins, feathers, fringe, artificial eyelashes, bobby pins, etc., must be secured as to not fall off or shed on the performance floor. Uniforms and hairpieces that have jewels, rhinestones, sequins or other substances must be permanently attached.
- c. A representation of a theme, image or person without using names and actual images or persons is allowed. Actual images and names are not allowed. “Theming” is okay if it is generic.

**ART. 3.** No athlete shall participate while wearing illegal equipment, which includes but is not limited to:

- a. Wearing any jewelry is prohibited except for religious or medical medals which shall be taped to the body under the apparel. No substances may be worn in piercings. Cloth or sequined bands (i.e. arm bands, ankle bands, neck bands, waist bands, hair bands, etc.), which are obviously designed as a part of the uniform are allowed, if no hard or metal substances are hanging from the bands.
- b. Objectionable body markings shall be removed or properly covered.
- c. Fingernails shall be kept at a length appropriate for safe participation.
- d. All casts, splints, braces or other protective devices that are made of a hard substance, and are worn on the hand, wrist, arm or shoulder must be padded. Any such devices that are worn on the leg, knee, ankle or foot must be covered. The MSHSL may authorize the use of prostheses that in its opinion are no more

dangerous to teammates than the corresponding human body part(s). Judges will not make any special allowances for participants who have injuries or other physical handicaps.

- e. No props shall be used. Any piece of uniform removed during the routine becomes a prop. A uniform piece that is moved during the performance, must be permanently attached to the uniform to not be considered a prop.

**PENALTIES: Arts. 1, 2, 3a-d When an official discovers a competitor wearing illegal equipment as described above:**

1. **If discovered prior to the team performing, the team or individual athlete is not allowed to compete until the problem is corrected. If the issue is resolved prior to the end of the last dance in their classification or division, they will be allowed to compete after that last performance. If the issue is not resolved by that time, the team is not allowed to compete. The superior judge shall submit a contest report.**
2. **If discovered after the team is on the floor, the team will be allowed to complete their performance and will be scored and tabulated. The superior judge shall submit a contest report.**
3. **Art. 3e - Disqualification**

**ART. 4.** All parts of the uniform, including hair devices, shoes, etc., must stay attached as intended. If a uniform piece falls off there will not be a penalty deduction and the judges may take that into consideration under Routine Effectiveness.

## **Rule 2. OFFICIALS**

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### **Section 1: Meet Referee**

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**ART. 1.** One eligible official shall be designated as the meet referee. The meet referee shall enforce all meet regulations and rules of competition including assessing team deductions.

**ART. 2.** The meet referee will serve as a superior judge. If there is more than one superior judge, one will be designated as the meet referee.

**ART. 3.** The meet referee shall clarify misunderstandings regarding rules prior to competition.

**ART. 4.** The meet referee shall inspect the facility to ensure that it meets the requirements of the rules.

**ART. 5.** The meet referee may disqualify a coach or athlete for verbally abusing or disrespectfully addressing a judge/meet official or for using profanity.

**ART. 6.** The meet referee shall accept written or verbal inquiries from coaches within the required timeline and rules. Any legal inquiries will be referred to the superior judge of the event.

**ART. 7.** When spectator behavior becomes disruptive, the meet referee may suspend the meet until meet management removes the individual(s) from the premises.

**ART. 8.** The meet referee shall make decisions on any points that are not specifically covered in the rules.

### **Section 2: Officials' Duties**

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**ART. 1.** The superior judge of each event shall:

- a. notify the head coach if illegal uniforms are identified prior to the start of the meet and provide an opportunity to correct the error before the next round of competition.
- b. consult with a head coach when necessary.
- c. consult with a official when requested by the official.
- d. call and conduct any officials' conferences during the meet.
- e. allow a second trial for a routine when other interference occurs not within the control of the performers, i.e., power failure, music failure, etc. The second trial shall take place at the end of that team's class.
- f. stop the meet, as necessary, if there is a safety concern for any of the participants that would require immediate attention.

- g. assess team deductions.
- h. monitor dangerous moves and disqualify the team, if a flagrant move was completed.
- i. assist with and verify the meet results, making the meet results final. At a dual sided meet, each superior judge shall verify the meet results.

**ART. 2.** The judges of each event shall:

- a. participate in a pre-meet conference with the superior judge.
- b. judge every performance, use a grid to record comments and scores, and record the score on the score sheet.
- c. mark independently and without communicating with other judges about other performances.
- d. watch for falls, dangerous moves, and other violations. Judges shall notify the superior judge immediately after the routine has ended, and official has rendered their score, if a potential violation has occurred.
- e. not share scores between officials during a competition.
- f. not write on score sheets other than to fill out their name, the team's name and circle the scores on the score sheet. Judges will not write anything else on the score sheets.
- g. participate in a post-meet conference with the superior judge.

**ART. 3.** The kick counter/timers of each event shall:

- a. participate in a pre-meet conference with the superior judge.
- b. count the number of competitors on the performance floor and record the number on their worksheet and the official KCT form.
- c. time the routines and record the number on their worksheet and the official KCT form.
- d. count the number of kicks and record the number on their worksheet and the official KCT form.
- e. confirm that team completed a pirouette and leap/jump (jazz only) and record on official KCT form.
- f. watch for falls. MSHSL eligible officials who serve as KCTs will be polled by the superior judge to determine if they observed and agree that a fall occurred.
- g. watch for dangerous moves. MSHSL eligible officials who serve as KCT's will be polled by the superior judge to determine if they observed and agree that a dangerous move occurred.
- h. notify the superior judge immediately after the routine has ended if a violation has occurred.

**ART. 4.** The tabulator of each event shall:

- a. select the correct tabulation spreadsheet. On the Ranking Sheet enter Meet Date, Meet Site, Class, Judges First Name and Last Initial, and school names in performance order. On the Announcers Results form, check the number of places to be announced.
- b. check the following on the score sheet: the judges scored all categories, the score sheet is signed and has the correct school name on the bottom.
- b. add each score sheet, and the final score written on the bottom of the score sheet by the tabulator.
- c. transfer scores, kick counts and times into each teams Judges Recap Sheet in tabulation program.
- d. take a photo of any violation forms for the superior judge.
- e. assist superior judge in confirming scores and rankings.
- f. email all results to each team via provided head coach emails. (No printing of results.)
- g. return all judges' original score sheets, KCT forms, and violation forms to the teams' packets.
- h. complete the Announcer's Form and deliver to the Announcer with the final results.
- i. not serve in the role of meet director.

## Rule 3. CHOREOGRAPHY

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### Section 1: Choreography Certification

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- ART. 1.** The signed Choreography Certification Form certifies that all competition choreography is done by the current performing student members of the dance team and by one or more members of the coaching staff, not by an outside source or individual(s).
- Teams may get ideas/inspiration from other sources. Other sources can be, but are not limited to camps, television, videos, social media, etc.
  - The use of material, ideas, moves, choreography, and music may be inspired by outside sources, but they may not be identical or have a lot of similarity.
  - Violation of this rule will be determined based on the rubric below. This rubric is applied to each single source that has been identified as being very similar to the routine alleged to be in violation.
  - These documents must be signed by the team's activities director and kept on file. A list of sources used for choreography must be attached to the Choreography Certification Form. This form does not need to be turned in at the meet site.
  - The activities director and head coach should complete this form by the start of the team's first competition.
- ART. 2.** Procedure for Reporting a Violation:
- If an illegal routine is alleged, no action shall be taken at the meet. The routine shall be judged, scored and awards given according to the process established.
  - A written report shall be filed with the MSHSL Office by the head official, and/or by the activities/athletic administrator or principal of a school who participated in the event where the alleged violation took place on the first business day following the meet.
  - No outside source may file a report alleging that an illegal routine has been used, unless the person is the creator of the material/source used in the alleged violation.
  - The written report shall include all pertinent facts involved with the alleged violation, including the date and site of the competition.
  - In addition to the written report, the school/entity filing the report must (within three (3) business days of the event), provide video evidence pointing out the specific choreography in question, along with a video of the full routine which is the alleged violation and of the full routine(s)/source(s) from which the routine or parts of the routine was allegedly taken.
  - If the school filing the complaint does not have video of the alleged violation, MSHSL can require the alleged school to supply a copy of their video.
  - If the routine is used during the regular season, the violation must be reported prior to the Section Tournament in which the school (that allegedly violated the rule) competes – unless the reporting school/entity has not seen the routine prior to the section meet.
- ART. 3.** Procedure for Determining if There is a Violation:
- The League office will provide the report to the school. The school shall investigate and provide a written report to the League office within two business days, along with the filed Choreography form, indicating the results of their investigation and any action taken where necessary and appropriate.
  - A panel made up of the State and Regional Coordinators and one former coach will review the sources used in the alleged violation.
  - Each source will be scored by applying the rubric below. Each panel member will score the routine independently. Their scores will be tabulated individually and an average score for the panel will be calculated. An average score of seven or above will cause the routine to be declared illegal.
  - MSHSL Staff will render the final decision. That decision and the scores of the panel will be shared with both the school reporting the violation and the school that committed the alleged violation.

Each check is worth 1 point	0:00-0:30		0:31-1:00		1:01-1:30		1:31-2:00		2:01-2:30		2:31-3:00		Total Points
3 or more sequential eight counts same/similar													
<b>More than 30% of the routine is same/similar – Automatic violation</b>													
% of TOTAL (based on Time) Choreography that is same and/or similar	1 – 9% of Total Routine (1point) Based on time – use stopwatch				10 – 19% of Total Routine (2 points)				20 – 29% of Total Routine (3 points)				
												<b>Same/very similar 1 pt. each</b>	
												Music <input type="checkbox"/>	
												Uniform <input type="checkbox"/>	
												<b>Grand Total</b> (7 points triggers a violation):	

\*Note that a uniform or music violation, in and of itself, may not cause a routine to be illegal.

Multiple sources used in question of violation that are not in violation on their own \_\_\_\_\_

**Formula for determining a violation with more than one sources:**

**2 Sources = 11 points** for violation (add source 1 & 2 together, if 11 or more routine is in violation)

**3 Sources = 17 points** for violation (add source 1, 2 & 3 together, if 17 or more routine is in violation)

**4 Sources = 23 points** for violation (add source 1, 2, 3, & 4 together, if 23 or more routine is in violation)

**5 Sources = 29 points** for violation (add source 1, 2, 3, 4, & 5 together, if 29 or more routine is in violation)

Each source should be watched, and rubric used to determine a total point. If any of these sources used is found to trigger a violation, no need to continue with additional source calculation. If none of the sources used are found in violation on their own, use the above violation formula to determine a grand total to see if the routine is still legal or in violation.

**This rubric will serve as a guide for teams while they are creating routines. They know the specific elements of a routine will be considered when a violation is alleged will guide choreography.**

**When the routine is found to be in violation:**

- If an illegal routine is used in any interscholastic contest, whether deliberately or inadvertently, forfeiture of the contest and honors shall be automatic and mandatory.
- If a routine is found in violation during the regular season, the routine can no longer be used, and a new/different routine that does not violate the rule (according to the rubric) must be completed and used in future meets. Uniforms may remain the same, but the music and choreography must be changed. Original choreography may continue to be used.
- If the routine is performed for the first time at the Section meet and determined to be in violation, the team will forfeit any awards and will not be eligible to participate in the State Tournament.
- If routine is performed at the State Tournament and determined to be in violation, the team will be disqualified from the State Tournament and all awards will be forfeited. The next team will then take that placement and receive the awards (if applicable).



## Section 2: Choreography Sessions

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**ART. 1.** Choreography sessions may be held during the two weeks prior to the first official practice date. These sessions shall be conducted by the coaching staff and a representative number of team members:

- a. not to exceed 1/3 of the entire team (based on last season's participation numbers)
- b. maximum of 8 jazz choreographers
- c. maximum of 11 kick choreographers
- d. shall be the same individuals during the entire two week period

**ART. 2.** No choreography sessions of any kind can be held outside of the winter competitive season. The purpose of the choreography sessions is to choreograph the needed material for the season.

**ART. 3.** Conditioning, rehearsing, or practicing dance is prohibited during the two week choreography period.

**ART. 4.** The final cut of music may not be provided to any team members prior to the start of the pre-season choreography sessions. **PENALTY: A school found in violation of this rule will be required to create a completely new routine with new music.**

**ART. 5.** Choreography sessions during the season, shall be conducted by the current and active team members and by the coaching staff.

## Section 3: Music and Routines

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**ART. 1.** Teams may not perform a choreographed entrance. **PENALTY: delay of meet penalty—2 points**

**ART. 2.** Repetition of Music and Routines:

- a. Teams may use a routine throughout the dance team season, including the State Tournament.
- b. The Varsity and JV may use the same music and the same routines in the same year.
- c. A team's routine may not be used again for four years at any level.
- d. Any music used during the competitive season may not be used for competition for four consecutive school years at the Varsity level. JV teams may use previous Varsity music without restriction, as long as a different routine is used.
- e. Each school shall maintain a record of music during the competitive season.

## Section 4: Falls and Dangerous Moves

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**ART. 1.** Falls: A fall is an uncontrolled or unchoreographed drop to the floor wherein any part of the dancer's body other than their hands, hit or contact the floor.

- a. In the case where a fall occurs and the knee, knees, seat or thighs drop to the floor, it will not be considered a dangerous move nor will the team be disqualified.
- b. If a fall occurs during the routine, the superior judge will poll the other officials, after scores have been rendered, including registered MSHSL officials serving as kick count/timers, to determine if a majority of officials saw the fall.

**PENALTY: If a majority of the officials (including registered MSHSL judges serving as kick counter/timers) observe and agree that a fall did occur, a deduction of one point per judge per fall will be assessed.**

**ART. 2.** Dangerous moves: A majority of judges must observe and agree that a dangerous move was performed and must also agree whether it was flagrant (blatant disregard of dangerous moves rule) or minor violation (execution/adrenaline error), in order to take a deduction or disqualification. It is a coach's responsibility to monitor all moves in a routine for safety, whether stated in this section or not.

No athlete shall:

- a. perform a lift or mount above the waist level. The lowest part of the dancer's body being lifted cannot be above the standing waist level of the person doing the lift. The same applies to mounts.
- b. drop to the knee(s), seat, or thighs without first bearing all of the athlete's weight on the hands or feet, thus breaking the impact of the drop.

- c. perform a front drop which requires dropping from an airborne position to a horizontal or face-down position.
- d. perform a split drop (splits) from a jump or leap. Quick splits from any type of stand requires the dancers to first bear their weight on their hands/feet. The option of breaking the impact of the drop is required by a dancer's hands accompanying the landing to the floor. Split drops must be controlled and should only be performed if landed in a flat or slightly elevated position.
- e. perform a stunt. Routines shall not include skills which require any part of the dancer's body to be in a vertical inversion above the standing waist level of the supporting dancers, without bearing their own weight on the performance floor with their hands. Airborne skills without hand support and include hip over head rotation are not allowed.

**EXCEPTIONS to Rule 3-4-2b**

1. Dropping to one knee with one foot on the floor without using hands is legal.
2. All drops that originate from a low (buttocks below the knees), recognizable squat without the use of hands, are legal.
3. A slow drop to the shoulder blades and/or back is permitted provided the dancer lowers their body with control breaking the impact and is not a full drop.
4. Seat drops that fall back that are controlled enough to attain the position of a low recognizable squat without the use of hands is legal.

**EXCEPTIONS to Rule 3-4-2d**

1. A slow continuous split that bears all the dancer's weight on their feet and exhibits slow control from the beginning of the split until the landing.
2. A split that originates from a low squat or kneel which exhibits control and lands flat or only slightly elevated.

**PENALTY: Flagrant violations are defined as those that intentionally or obviously and/or blatantly disregard the dangerous moves rules. The dangerous moves rule was disregarded, and a move was intentionally added to routine. A flagrant violation does not include execution errors. A majority of judges (including registered MSHSL judges serving as kick counter/timers) must observe and agree that a flagrant violation has occurred to disqualify a team. If a majority of judges do not agree that a flagrant violation has occurred, the violation will be assessed a point deduction as determined under minor violations. All dangerous moves violations that are not flagrant (for example, an error in which the move was executed poorly and/or adrenaline caused the error) are considered minor violations. – one point deduction per judge per occurrence, with a maximum point deduction of five points per judge.**

## **Rule 4. SAFETY**

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### **Section 1: General**

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- ART. 1.** The volume of music played for competitions shall not exceed 110 decibels as measured from the judges area.
- ART. 2.** Competition Injury: In an instance when a dancer is injured or unable to continue the routine, the coach responsible for that team may decide to terminate the music and the routine. Note: This rule applies to injuries which do not include bleeding. The team will re-compete without the injured dancer.
- ART. 3.** The process for competing after any injury/incident: The team will exit the floor. The coach will consult with the superior judge about the injury and the process to follow. The next team will be brought onto the floor. No scores will be kept for the unfinished routine. The team will move to last position within the class or division in which they are competing. That team will then re-compete to their originally scheduled side (if a dual sided meet). Judging will start over with no reflection of the unfinished routine shown in the scores.

- ART. 4.** Bleeding Injury: When it is discovered that an athlete is bleeding, has an open wound or blood on their uniform, the routine shall be terminated immediately by the coach or any meet personnel. Following proper treatment, the athlete is eligible to participate when the team re-competes. A doctor or trainer will determine if the dancer may return to competition after receiving proper treatment. In meets where medical staff is not provided, the head coach shall be responsible to determine if the athlete will return to participation. If bleeding should reoccur with the same athlete or another athlete when the team re-competes, the athlete shall be removed, and the team shall re-compete immediately. The third routine shall be the final opportunity for the team to compete. If the routine is terminated, the team shall be dropped from the competition.
- ART. 5.** Bleeding prior to competing: If a dancer is bleeding while “in the hole” or “on deck”, the coach shall consult with the superior judge about the injury and the team would be moved to the last position in the class. Following proper treatment, the dancer is eligible to participate when the team competes. A doctor or trainer will determine if the dancer may return to competition after receiving proper treatment. In meets where medical staff is not provided, the head coach shall be responsible to determine if the dancer will return to participation.
- ART. 6.** Concussions: Any athlete who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the contest and shall not return to play until cleared by a licensed health care provider. For additional information on concussion protocol visit the MSHSL website.
- ART. 7.** Vomiting while performing: If an athlete vomits on the floor or otherwise causes the performance floor to become wet, the routine will be terminated immediately by the coach or any meet personnel. The team will re-compete without the athlete.
- ART. 8.** If a superior judge determines there is a safety issue on the competition floor, the team will be stopped and the process for competing after any injury/incident will be followed.
- ART. 9.** In case of interference beyond the control of the competitors, the coach may address the superior judge concerning a second trial provided the request is made prior to the next routine in that event.

## **Rule 5. SCORING**

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### **Section 1: Scoring for Routines**

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- ART. 1.** Routines will be judged by the score sheets provided with this rules book.
- ART. 2.** No scores may be changed once the judges’ score sheets have been sent to the tab room. Exception: If a judge incorrectly transposes (rearranges, reorders, interchanges, relocates) a score(s), the superior judge will authorize the tab room to correct the scores for that judge.
- ART. 3.** In the event a tabulation error is alleged after the completion of the meet, a coach must notify the meet director within one hour from the time the final results become available to the coaches. If the tabulation error is verified, the meet director, in consultation with the superior judges, will correct the error and sign off on the corrected results, which will become the official results. The meet director will contact those teams affected by the corrected results and the superior judge will fill out and send a contest report to the MSHSL.
- ART. 4.** Scoring Systems
- a. In meets using 7 or more judges, the “A” rank system will apply.
  - b. In meets using 5 or 6 judges, the “B” rank system will apply.
  - c. In meets using 4 or less judges, the “C” rank system will apply.

## Section 2: Tie Breakers

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**ART. 1.** 4 or less judges:

- a. Add points of all the judges.
- b. If there is still a tie, the tie stands.

**ART. 2.** 5 or 6 judges:

- a. Add back in the dropped high/low rank numbers. The team with the low rank wins.
- b. If there is still a tie, add the points minus the high point score and low point score. The team with the highest points wins.
- c. If there is still a tie, the tie stands.

**ART. 3.** 7 or more judges:

- a. Add back in the better rank of the high (worst) ranks that were dropped. The team with the low rank wins.
- b. If there is still a tie, add back in the remaining dropped high/low rank numbers. The team with the low rank wins.
- c. If there is still a tie, the tie stands.

**ART. 4.** Section meets and the State Tournament: All ties shall be broken using the following procedure. If there are 7 or more judges, start with (a) in the following procedure. If there are 5 or 6 judges, start with (b) in the following procedure. Use them in order until the tie is broken:

- a. add back in the better of the two high (worst) ranks that were dropped
- b. total rank-no judges' rank dropped
- c. total points minus high and low judges' points
- d. total points, no judges' points dropped
- e. superior judge's rank
- f. total rank of all judges minus the superior judge

## Section 3: Tab Room

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**ART. 1.** For competitions with more than two schools competing, the host school shall use the MSHSL tabulation program. A computer that supports Microsoft Excel that is attached to a printer must be provided.

**ART. 2.** The tab room shall be restricted to tab room personnel, runners, superior judge(s), judges (if necessary) and the meet director. The number of tab room personnel needed at a meet depends on the size and type of meet.

- a. Two trained, experienced tabulators are a must with large dual sided meets. If tabulators are not trained and experienced, it is recommended that four tabulators be used (two for each side) and two helpers.
- b. At singular meets with only 2, 3 or 4 routines (not teams) competing, the judges may tabulate their own scores. If there are multiple competitions at the same meet (i.e., 2 or more dual, tri or quad competitions at the same meet), 1 or 2 tabulators are recommended.
- c. Tab room personnel need to be highly trusted individuals, who have a complete working knowledge of each step of the tabulating process, the forms associated with each step and the procedures to execute accurate and complete results for the meet. This includes knowledge and understanding of the rules, as stated in the rules book that govern tabulators, the tab room and all tabulating processes. Note: If a computer program is used in the tabulation process, it must follow the process of tabulating that is laid out in the rules book. This allows for manual verification.
- d. Tabulators should not have any contact with spectators, dancers or coaches until the final results have been announced.
- e. Tab room personnel should be at the meet at least 60 minutes prior to the start of the meet, or as directed by the superior judge.

## Rule 6. CONDUCT OF COACHES AND ATHLETES

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### Section 1: Coaches

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- ART. 1.** A coach must be at the coach/sound table for a team to perform. Only coaches (maximum of 3), may actively coach the team and sit at the coaches and/or sound table. Coaches, participants, and additional coaches may not sit on the competitive floor or in front of the chairs and/or coaches' table during the performance.
- ART. 2.** Coaches shall not use any form of alcohol, tobacco product, e-cigarette or similar items at the competition site from the time they arrive until they leave following the completion of the meet.
- ART. 3.** Team personnel or coaches shall not exhibit deliberate disruptive behavior including taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.
- ART. 4.** Team personnel or coaches shall not verbally abuse or disrespectfully address a judge/meet official, make an unauthorized approach of a judge concerning a score or rule infraction or use profanity.
- PENALTY: Art 3-4 Two points per judge. If flagrant, an ejection will occur.**

### Section 2: Athletes

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- ART. 1.** In public areas, athletes wearing uniforms must have their uniforms zipped or properly attached.
- ART. 2.** Delaying the meet: Performing to the wrong side and set of judges during a dual (2) sided meet is a delay of meet. Teams will perform immediately after the error is discovered and not at the end of the class.
- ART. 3.** Athletes shall not exhibit deliberate disruptive behavior including taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances. Athletes may not spit on the performance floor.
- ART. 4.** Athletes shall not verbally abuse or disrespectfully address a judge/meet official, make an unauthorized approach of a judge concerning a score or rule infraction or use profanity.
- PENALTY: Art 2-4 Two points per judge. If flagrant, an ejection will occur.**